

# *Abanob Evram*

## *Assignmen1*



## [Q1]

### The code:

```
module Mux2(in0,in1,sel,out);
```

```
input in0,in1,sel;
```

```
output out;
```

```
assign out=(sel==1)?in1:in0;
```

```
endmodule
```

```
module Q1(A,B,C,D,E,F,Sel,Out,Out_bar);
```

```
input A,B,C,D,E,F,Sel;
```

```
output Out,Out_bar;
```

```
wire z0,z1;
```

```
assign z0 =A&B&C ;
```

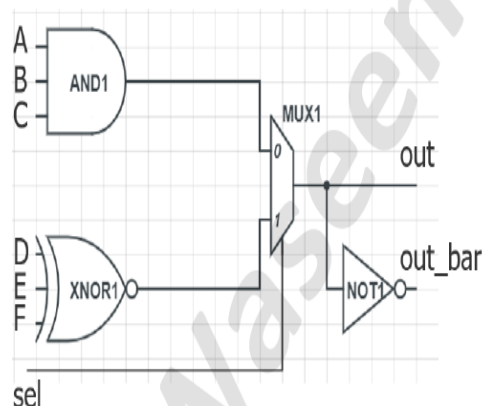
```
assign z1=~(D^E^F);
```

```
Mux2 m1(.sel(Sel),.in0(z0),.in1(z1),.out(Out));
```

```
assign Out_bar=~(Out);
```

```
endmodule
```

- The design has 7 inputs and 2 outputs
- Use assign statements to design the following



### Another Code :

```
module Q1(A,B,C,D,E,F,sel,out,outbar);
```

```
input A,B,C,D,E,F,sel;
```

```
output out,outbar;
```

```
wire z1,z0;
```

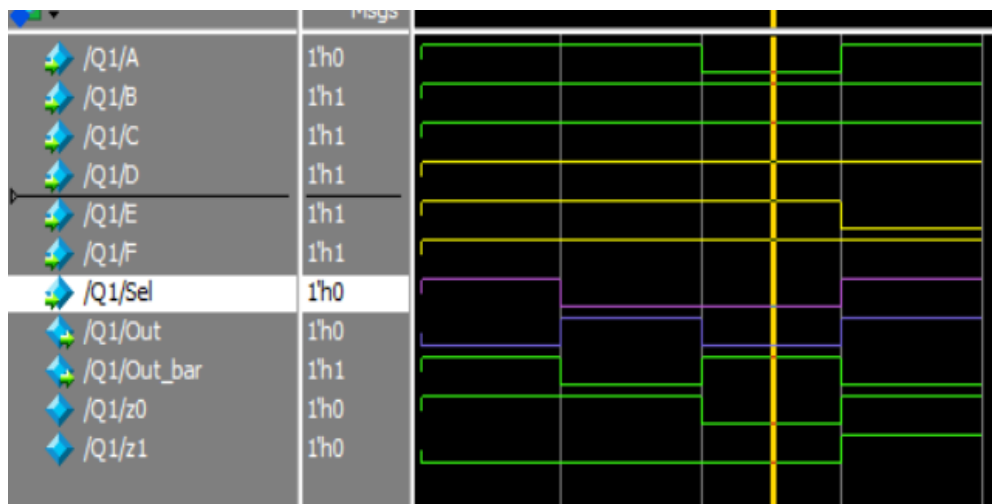
```
assign z0=A&B&C;
```

```
assign z1=~(D^E^F);
```

```
assign out=(sel==1)?z1:z0;
```

```
assign outbar=~(out);
```

```
endmodule
```



[Q2]

Implement 4-bit adder using addition operator

- The design takes 2 inputs (A, B) and the summation is assigned to output (C) ignoring the carry

## The code:




```
module adder4(A,B,C);
```

```
input [3:0] A,B;
```

```
output [3:0] C;
```

```
assign C =A+B ;
```

endmodule

+  /adder4/A	4'h1	1	2	5	0	f
+  /adder4/B	4'h1	1	3	a	0	3
+  /adder4/C	4'h2	2	5	f	0	2

### [Q3]

#### The code:

```
module Decoder2(A,D);
```

```
input [1:0] A ;
```

```
output reg [3:0] D;
```

```
always @(*) begin
```

```
    if (A==0)
```

```
        D='b0001;
```

```
    else if (A==1)
```

```
        D='b0010;
```

```
    else if (A==2)
```

```
        D='b0100;
```

```
    else if (A==3)
```

```
        D='b1000;
```

```
end
```

```
endmodule
```

3) Implement 2-to-4 Decoder using conditional operator (A logic decoder has  $n$  input lines and  $2^n$  output lines. Each output line corresponds to a unique combination of the input values.)

- The design has input **A** (2 bits) and output **D** (4 bits)

$A_1$	$A_0$	$D_3$	$D_2$	$D_1$	$D_0$
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

Msgs					
/Decoder2/A	2'b00	00	01	10	11
/Decoder2/D	4'b0001	0001	0010	0100	1000

4) Implement an even parity generator module. In case you don't know what a parity bit is, please check this [link](#). The design input is a bus where a reduction operator will be used to generate the even parity bit.

[Q4]

- The design has 1 input **A** (8 bits) and 1 output **out\_with\_parity** (9 bit) where the parity bit calculated will be inserted in the least significant bit of the output bus and the remaining bits will be the input A (Hint: use concatenation).

### The code:

```
module evenparity(A,Out_with_parity);  
input [7:0]A ;  
output [8:0] Out_with_parity;  
wire parity_bit;  
assign parity_bit = ^A;  
assign Out_with_parity={A,parity_bit} ;  
endmodule
```

/evenparity/A	8'b00000001	00000001	00000010	00000011	00001010	00011111
/evenparity/Out_wi...	9'b000000011	000000011	000000101	000000110	000010100	000111111
/evenparity/parity_bit	1'b1					

## [Q5]

### The code:

```
module comparator2(A,B,greater,equal,less);
```

```
input [3:0] A,B;
```

```
output reg greater,equal,less;
```

```
always @(*) begin
```

```
    if (A>B) begin
```

```
        greater=1;
```

```
        equal=0;
```

```
        less=0;
```

```
    end
```

```
    else if (A==B) begin
```

```
        greater=0;
```

```
        equal=1;
```

```
        less=0;
```

```
    end
```

```
    else if(A<B)begin
```

```
        greater=0;
```

```
        equal=0;
```

```
        less=1;
```

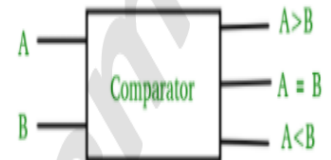
```
    end
```

```
end
```

```
endmodule
```

Implement a comparator that compares 2 inputs (A, B) and has 3 outputs using conditional operator.

- The first output **A\_greaterthan\_B** is high only when A is greater than B
- The second output **A\_equals\_B** is high only when A equals B
- The third output **A\_lessthan\_B** is high only when A is less than B



	/comparator2/A	4'h0
	/comparator2/B	4'h0
	/comparator2/greater	1'h0
	/comparator2/equal	1'h0
	/comparator2/less	1'h1

0	5	7	e	f
0		a	f	